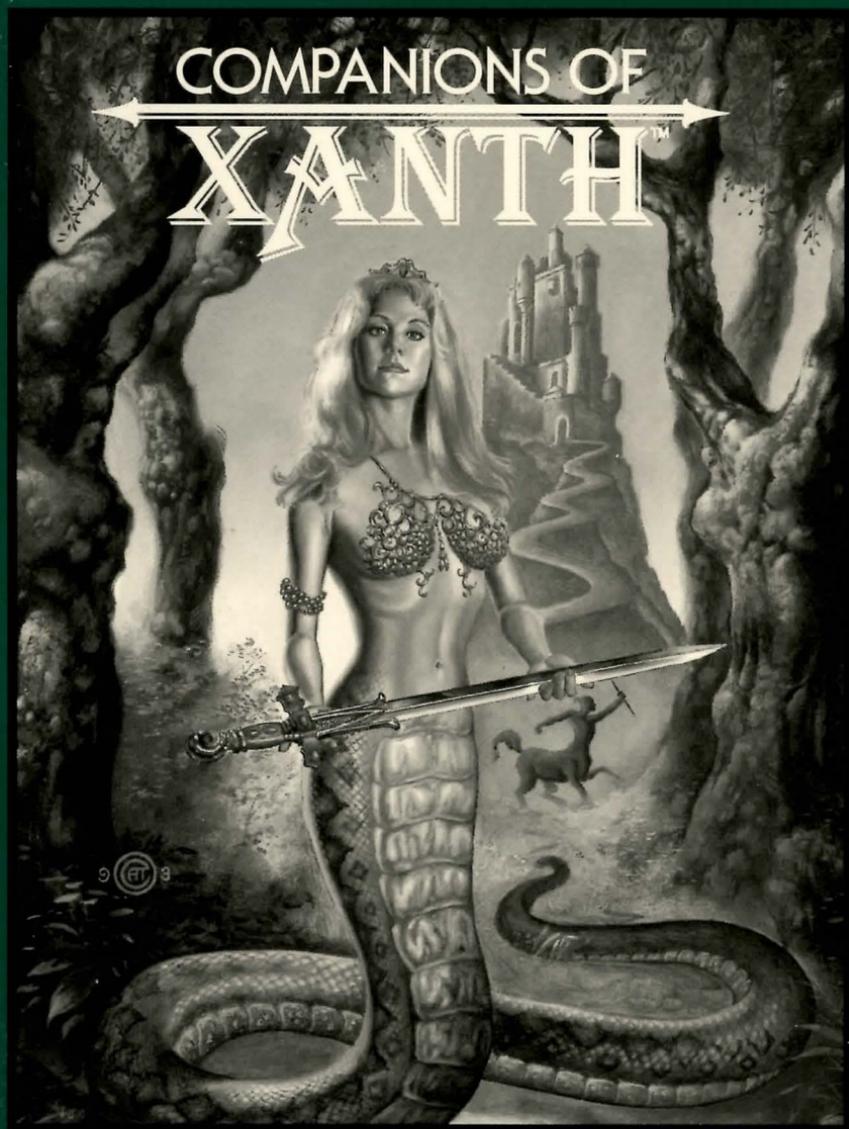


Game Manual



What Is A LEGEND Adventure Game?

In an adventure game from Legend, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from place to place, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of Legend Entertainment Company.

Legend Entertainment Company

P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

FAX 703-968-5151

CompuServe E-Mail 72662,1021

Technical Support

From the continental U.S. call Toll Free
9:00 a.m. - 5:00 p.m. weekdays EST/EDT 1-800-658-8891

From Europe (Accolade Europe) 081-877-0880

From Canada and all other locations 703-222-8500

24-Hour Hint Line

From the continental U.S.
1-900-776-5583 \$.75 for the first minute, 1-900-PRO-KLUE
\$.50 for each minute thereafter)

Hint books are available - call 1-800-658-8891 or 703-222-8500 to order
(\$9.95 + shipping/handling)

Table Of Contents

Installation	3
Playing the Game	4
Keyboard Shortcuts	5
Programming the Right Button	6
Configuration Options	7
Music and Sound	8
Save, Restore, and Quit	10
Helpful Hints	11
About the Author	12
Credits	13
Help! Troubleshooting and Technical Assistance	15
Creating a Boot Floppy	17
Legal Stuff	19

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

Installation

1. Make backup copies of the disks.
2. Make sure you have at least 8,000,000 bytes of free space on your hard drive.
3. Insert Disk #1 in your floppy drive, log on to that drive by typing **A:** or **B:**. Then type **INSTALL** to start the installation program and follow the directions on the screen.
4. If you have a mouse, be sure you have loaded the mouse driver.
5. The installation program will create a batch file named **LEGEND.BAT** in the directory that you specified. To start the game change into the game directory and type **LEGEND**.

After installation, you can change configuration options (like your music card or IRQ settings) by running the **INSTALL** program again from the game directory on your hard disk.

In addition to this manual, your game package should contain the following elements:

Set of 4, 3½" High Density disks

Warranty Card

Paperback book, "Demons Don't Dream" by Piers Anthony

Your game package does not include the 3-D glasses or Com-Pendium that come in the fictional game within the game.

Playing The Game

With *Companions of Xanth*, Legend introduces a new graphic adventure game system. The new system was designed to be intuitive and easy to use, but we have also included a complete on-line tutorial to introduce you to the basic concepts of game play. The best way to learn your way around it is to start the game, watch the tutorial, and then "noodle" with the game for awhile.

ON-LINE TUTORIAL

To access the tutorial, simply start the game and press **<ESC>** to bypass the intro, then click on the system button (the little black disk), and finally click on **HELP**.

SYSTEM OVERVIEW

For all you experienced gamers who can't wait to get started, here are the highlights of our new system:

1. The picture is a representation of what you (as the game's main character) are seeing.
2. Below the picture is a small text window that provides feedback about your actions.
3. Inventory objects appear as icons in the two trays at the bottom of the screen.
4. A compass rose is used for movement. Valid exits are lit up in bright white.
5. A cluster of buttons below the compass rose provides access to the game map, an **UNDO** button, and system options such as **HELP**, **SAVE**, **RESTORE**, **MUSIC** options, and **QUIT** to DOS.
6. You communicate with the game by building commands. These commands are created by clicking on picture objects, inventory icons, and verbs. You can enter commands using both object-verb syntax (click on an object and then a verb) and verb-object syntax (the more traditional form of command input).
7. The names of game objects will appear as you move the mouse cursor over the objects in the picture and in your inventory.

Keyboard Shortcuts

Here is a handy list of keyboard functions for those of you who like to play using a combination of mouse and keyboard inputs.

COMMAND FUNCTIONS

<F1>	WAIT
<F2>	SYSTEM options
<F3>	MAP
<F4>	UNDO
<F5>	SAVE
<F6>	RESTORE
<F7>	Disables and enables animation (for those with slow machines)

MOVEMENT

Left arrow	Move West
Right arrow	Move East
Down arrow	Move South
Up arrow	Move North
Page Up (Pg Up)	Move Northeast
Page Down (Pg Dn)	Move Southeast
Home	Move Northwest
End	Move Southwest
Insert	Go Up
Delete	Go Down

VERBS

"C"	Close
"G"	Take
"L"	Look
"O"	Open
"P"	Put
"T"	Talk

MOVEMENT

"S"	Save
"R"	Restore
"U"	Undo
"Q"	Quit
"H"	Help

Programming The Right Hand Mouse Button

In default mode, pressing the right hand mouse button will clear the command line. However, you can also program this button to execute a command using a specific verb. To do this, move the mouse cursor over the verb you want to select and then click the right mouse button. Now right-click on an object and the verb you selected will "act" on it. For example, if you right-clicked on the verb **OPEN**, and then right-clicked on the door, the door would open.

The verb will remain selected until you restore to the default mode. Do this by either clicking on another verb or by right-clicking over an inactive part of the screen.

Configuration Options

You can change your configuration at any time by re-running the **INSTALL** program from your game directory. If you wish to override any of the defaults for the game configuration without re-running **INSTALL** then you may type one or more of the following options, separated by spaces, after typing **XANTH** on the MS-DOS command line:

- XMOUSE** Overrides the default Microsoft mouse driver display routines. Use if you experience problems with your mouse.
- BLASTER** Causes music and sound effects to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing:
XANTH BLASTER <irq number> <i/o address>.
- MT32** Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI interface by typing:
XANTH MT32 <irq number> <i/o address>.
- NOREAL** Stops sound effects from being played.

So, for example, if you have a Sound Blaster sound board on IRQ 9, you would type **XANTH BLASTER 9 <ENTER>** at the MS-DOS system prompt.

The **XMOUSE** parameter is used for mouse drivers that are not Microsoft compatible. If your mouse is not responding or the software is behaving erratically (e.g. the mouse cursor is "eating" the graphics, or it causes a piece of the old picture to remain when a new picture is displayed), then you may want to start the game by typing **XANTH XMOUSE** to override the default.

Refer to the next section, *Music and Sound*, for more information on music card configuration.

Music And Sound

Companions of Xanth supports the following music technologies:

AdLib Music Synthesizer Card
Creative Labs' Sound Blaster
Roland MT-32 and compatible MIDI sound modules including
Roland's MT-100, CM-32L, and LAPC-1
RealSound (TM)

If you have a Sound Blaster, you will hear RealSound sound effects and music simultaneously. If you have an AdLib card, you will not hear any sound effects while music is playing.

Sound effects will be played through the PC's internal speaker if you do not have a Sound Blaster card. See the Installation section for instructions for proper installation of the game.

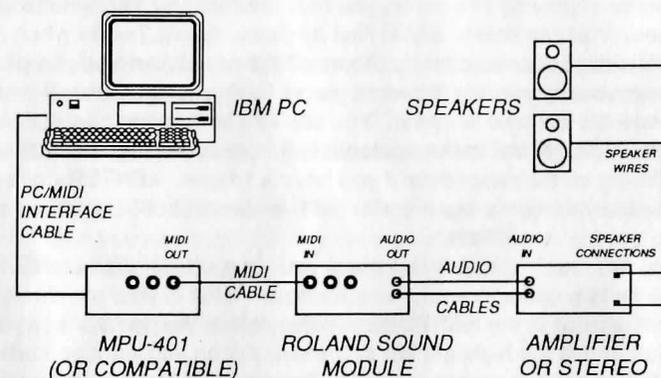
ROLAND MT-32, MT-100, CM-32L, AND LAPC-1 OWNERS

To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.
2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.
3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.
4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.
5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your MIDI sound module to operate, the difficulty can probably be traced to one of two causes. First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing: **XANTH MT32 5 300.**



MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

REALSOUND™

RealSound is used throughout the game to play sound effects on the PC's internal speaker or a Sound Blaster card, if present. No additional hardware or software is required for you to hear RealSound effects. If you do not have a Sound Blaster you will hear RealSound sound effects on your PC speaker.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, it is compatible with RealSound.

Save, Restore, And Quit

You can save the game at any point by clicking on the disk icon, then selecting **SAVE**. **SAVE** allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you choose the **SAVE** option you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like "**Finished with Village**" or "**Solved Book Puzzle**." The description of the saved game can have up to 30 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing **<ALT><D>** when the highlight bar is positioned over the name of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. **<ENTER>** or a double-click will save your current game with the new description.

When you are ready to return to a place you have saved, click on **RESTORE** (from the system option menu). As a reminder, a list of your previously saved games will appear in the **RESTORE** window. When the game asks you for a description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

Helpful Hints

Here are eight pieces of advice for novices, or even for old pros who are just plain stuck.

1. **Talk to your Companion!** If you're stuck on a puzzle, try talking to your Companion. He or she will most likely have some valuable advice.
2. **Crime pays.** **TAKE** everything that isn't nailed down.
3. **Keep your eyes open.** **LOOK AT** things that you come across; you'll get extra tidbits of info.
4. **Two heads are better than one.** Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.
5. **Adventuring can be a dangerous business.** **SAVE** early, **SAVE** often.
6. **Use the LOOK command.** This will give you a verbal description of the room you are in, and it may draw your attention to some objects that you have overlooked.
7. **Take it slow.** Examine pictures carefully!
8. **If at first you don't succeed....** If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

If you get *really* stuck on a puzzle or can't figure out where to go next, we suggest that you either call our 24-hour automated hint line, or call us and order a hint book. Turn to the front inside cover of this manual for specifics.

About The Author

Michael Lindner lives in McLean, Virginia with his wife, Heather, and their ferocious dog, Nigel. When not working on adventure games, Michael has his body placed in a cryogenic stasis for years at a time, tended by his devoted wife. Michael enjoys music, reading, and vegetation. He detests cooked carrots, large flying insects, and light pollution.

Michael is especially concerned about accurate product labeling and urges the purchaser of this product to heed the following warnings:

1. This product is constructed entirely of ultra-microscopic electrically charged particles traveling at tremendous speed. Handle with care.
2. This product contains only matter. Any inadvertent contact with antimatter will result in an immediate explosion. Stand clear and wear proper eye protection in this eventuality.
3. All matter in this package is part of an expanding universe which will eventually collapse into an infinitesimally small space. This product is not guaranteed to operate properly in any universe resulting from the ensuing expansion.

Credits

Companions of Xanth is based on the book, "Demons Don't Dream"
by Piers Anthony

Game Design and Programming	Michael Lindner
Game Design Assistance and Steerage	Bob Bates
System Design	Michael Lindner & Mark Poesch Duane Beck and Mike Verdu
System Programming	Mark Poesch & Duane Beck
Graphics System and High Magic	Mark Poesch
Dialogue System and Troll Games	Duane Beck
Music System	Michael Lindner
Help System	Mark Poesch & Mike Verdu
Other System Programming	Mark Poesch, Duane Beck, Michael Lindner, Glen Dahlgren, & Chip Kerchner
Cut Scene Writing	Bob Bates
Art and Music Direction	Michael Lindner
Room Art and Animations	Paul Mock
Background Art	Kathleen Bober, Chris Grandstaff, Tim Knepp, Chris Angrisani, Bob Lynch & Mark Poesch
Cut-Scene Animations	Anne-Marie Cox
Video Production	Paul Fuqua, Fil Hunter Robin Reid, Michael Lindner Mark Poesch & Kathleen Bober
Actors	Nada Naga - Laura Dunn Jenny Elf - Kim Hunter Kim Mundane - Pamela Melton Cyrus Merman(Human) - David Beattie Dug Mundane - Fil Hunter Sammy Cat - Moxie Cat
Music Composition	Arfing Dog, Eric Heberling & Tony Bernetich

AdLib/Sound Blaster Transcriptions	Glen Dahlgren
Sound Effects	Glen Dahlgren
Testing	Alyssa Verdu, Jeff Childress, Ed Storozuk, Josh Schriftman, Bob Bates, Mark Poesch, Duane Beck & Chip Kerchner
Package Design and Production	Peggy Oriani
Production Assistance	Rosie Freeman
Game Manual	Mike Verdu
Cover Painting	Cathleen Thole
Patience Beyond Reason	Heather Anne Peck
Good Will Beyond Reason	Sharon Separ, Alan Zucker David Landis, Ellen Neuborne, Alyssa Verdu Kathleen Bober & Heather Hicks-Beach

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot floppy by exactly following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

If you would like game hints, callers within the continental U.S. may call our 24-hour automated hint line at 1-900-PRO-KLUE (1-900-776-5583). You can order a hint book (\$9.95 plus shipping and handling) by calling 1-800-658-8891, or 703-222-8500. You might also try dialing with a modem into one of the on-line services where you can talk to real live gamers who have probably been stuck at the same place you are.

If you are a member of CompuServe, type the command **GO GAMCPUB** at any ! prompt to get to Legend Entertainment's support area (Section 7), or contact our Customer Support Department at ID #72662,1021.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a \$15 usage credit.

I've got an MT-32 and do not hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **XANTH MT32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.
2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **XANTH MT32 5 300**.

I own an AdLib (or compatible) sound card and I'm not hearing any music

If you have an older AdLib sound card without a Sound Blaster compatible DAC, then you may need to start the game by typing **XANTH** from the command line in the game directory.

The game crashes near the beginning

If you get a crash when you start up the game, make sure you have taken all of your TSR (Terminate and Stay Resident) programs out of RAM. You need at least 580,000 bytes of free memory to avoid low memory problems. To solve this problem, follow the instructions in the next section entitled, *Creating a Boot Floppy*.

The mouse cursor is eating the graphics!

If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **XANTH XMOUSE**.

The mouse cursor has a square around it OR a piece of the old picture remains behind when a new picture is displayed.

We have provided a command line option, XMOUSE, which may eliminate the problem. To use this option, start the game with the command **XANTH XMOUSE**.

The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

I'm having trouble completing commands

On a slow machine the mouse cursor may flicker and create control problems when there is animation on the screen. You can eliminate this problem by pressing **<F7>** to disable animation.

I start the game, play for a few turns and then the program "goes to lunch"

If the game hangs in the first few rooms and you have a Sound Blaster or compatible card, you most likely have an IRQ conflict. You should check the IRQ and address information for your card and change the configuration using the INSTALL program.

I've never had a problem like this before...

Don't panic, chances are you are getting interference from a forgotten TSR. Turn to the next section and create a boot floppy by following the instructions exactly. If you are still having problems, please call our Technical Support Department at one of the numbers listed at the front of this manual.

Creating A Boot Floppy

If you have a hard drive and are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot floppy, uncluttered by autoloading TSRs, device drivers, and complicated **CONFIG.SYS** files. To create a boot floppy, it is easiest to use the automatic feature in the install program. Simply return to the DOS prompt in the directory where you have installed this game. Then type **INSTALL <ENTER>**. From the installations options menu, choose "create a bootable floppy disk" by using the arrow keys and pressing **<ENTER>**. The program will direct you to insert a blank disk at the appropriate time and will let you know when the boot floppy has been created.

Now reboot your computer with this disk still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**. Then:

1. Type **C:** and hit the **<ENTER>** key.
2. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)
3. Type **CD** and then the name of the directory where you have installed the game, or **XANTH** if you have used the default directory. Then, hit the **<ENTER>** key.
4. Type the appropriate command as listed in *Configuration Options*.

This same process may be duplicated manually by following these steps:

1. Find a blank diskette for your **A:** drive.
2. Insert the blank diskette in the **A:** drive and close the drive door.
3. Type **DIR A:** then hit the **<ENTER>** key.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A:/S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette.
7. Type **DIR A:** then hit the **<ENTER>** key.
8. You should see **COMMAND.COM** listed in the newly formatted disk's directory. If you do not, type **COPY C:\COMMAND.COM A:** then hit the **<ENTER>** key.
9. Type **A:** then hit the **<ENTER>** key.

10. Type **COPY CON CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.
11. Type **FILES=20** then hit the **<ENTER>** key.
12. Type **BUFFERS=20** then hit the **<ENTER>** key.
13. Hold down the **<CTRL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Then type **C:** and hit the **<ENTER>** key.
15. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>**. (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)
16. Type **CD XANTH** and hit the **<ENTER>** key
17. Type the appropriate command as listed in *Configuration Options*.

If you have any further trouble, please call Technical Support at one of the numbers listed at the front of this manual.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q: What do you have when a 100 passenger bus with 99 lawyers aboard runs off the side of a cliff? A: The waste of a good seat.)

1. Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance. Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ...Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for \$7.50 U.S. and we will replace it.)

THE WARRANTIES SET FORTH ABOVE ARE IN LIEU OF ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL LEGEND ENTERTAINMENT COMPANY OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION OR PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF USE OF THIS SOFTWARE OR ANY BREACH OF THE WARRANTY SET FORTH ABOVE. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. For example, you may be playing our game when a friend passing by is distracted by some of the graphics. He walks into a floor lamp.

The lamp falls over, scaring your cat. The cat streaks from the room, upsetting a heater which sets some curtains afire. Unfortunately, it is a windy day and the fire is soon out of control. Three days later Chicago is still ablaze. If we took out an insurance policy against such remote contingencies, we'd have to charge \$1599.99 for the game, and you would not be reading this lame copy. Anyway, we do not assume liability for things like this, even if the city is a small one like Muleshoe, Texas.

2. Copyright. This manual and the related software product are copyright (C), 1993, by Legend Entertainment Company. All rights are reserved. This document may not, in whole or part, be copied, reproduced, plagiarized, or otherwise ripped off without our express consent (which we are not going to give). The money you spent on this product purchased a license to use it (check your other software; almost no software is sold these days). The scope of the license is to make such copies as are reasonably necessary for your personal use. You do not have the right to give copies to your friends (or enemies). Unreasonable copying and/or distributing of this product is a violation of law. The U. S. Copyright Act provides for statutory damages of up to \$50,000 for willful infringement of a copyright. Giving copies of our software to your friends is an infringement. GOTCHA! Now that you know that unauthorized copying is an infringement, if you do so it will be willful, and you can be nailed for some big bucks if we catch you.

3. Other Copyright and Trademark Notices.

"Legend Entertainment" is a registered trademark of Legend Entertainment Company.

"AdLib Music Synthesizer Card" is a trademark of AdLib Inc.

"Sound Blaster" is a trademark of Creative Labs, Inc.

MIDI Interface Toolkit Copyright ©, 1987 and 1989, by MusicQuest, Inc. All rights reserved by MusicQuest.

"MT-32," "MT-100," "CM-32L," and "LAPC-1" are trademarks of Roland Corporation.

"CompuServe" is a trademark of CompuServe Incorporated.

"IBM" is a trademark of IBM Corporation.

"Microsoft" is a trademark of Microsoft Corporation.

Portions of the game code are Copyright (©, 1988-1990 by Genus Microprogramming, Incorporated.

 **LEGEND**
ENTERTAINMENT COMPANY